PREMIER WORLD-WIDE ARCADE GAME DESIGNER

CAPCOM™

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A Special Message From

Thank you for selecting exciting and fun-filled **MEGA MAN™** . . . one of our exclusive family of computer/home video games from CAPCOM's **Captain Commando™ "Challenge Series."**

MEGA MAN™, created by CAPCOM™. . . premier world-wide arcade game designer . . . features colorful state-of-the-art high resolution graphics.

Licensed by Nintendo For Play On The Nintendo ENTERTAINMENT SYSTEM®

Captain Commando

Official Nintendo Seal of Quality

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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater satisfaction over a long period of time.

SAFETY PRECAUTIONS

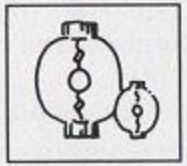
1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.**

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

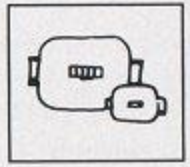
HELPFUL GAME-PLAYING HINTS

A thermometer-shaped **MEGA MAN** "Energy Meter" appearing upper left in game-playing scenes serves to monitor **MEGA MAN**'s power levels. If and when **MEGA MAN** is bodily struck or hit with enemy projectiles, degrees of energy are lost.

Conversely, the player's **MEGA MAN** power is boosted by winning energy capsules.



Player's life energy increases

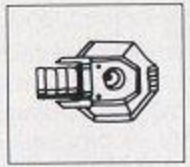


Player's weapon energy increases

1 UP
Adds One Player

Yashichi
100,000 points

A Magnet Beam will appear during the middle of the Elecman stage. Snare the Magnet Beam to create steps for climbing upward.



Magnet Beam
Becomes a step for player

The Iceman stage offers real challenge when square-shaped steps quickly appear and disappear on the backdrop. When **MEGA MAN**'s jumps and leaps are timed perfectly, he's able to scale walls and press onward toward defeating empire leader Iceman.

Each time **MEGA MAN** successfully out-duels each of his six foes, he acquires new firepower he will need as **MEGA MAN** enters final stage seven to defeat evil Dr. Wily.

Ah! **MEGA MAN** must use the newly-acquired armament wisely, for he can use them just once while engaged in battle with Dr. Wily.

THE MEGA MAN STORY

It's **MEGA MAN** versus the powerful leaders and fighting forces of Monsteropolis — that strange multi-faceted land of robot-like Humanoids.

Brilliant scientist Dr. Wright conceived the construction of fully-operational human-like experimental robots to perform specific everyday duties. Dr. Wright, and his assistant Dr. Wily, encouraged with their very first near-human robot — **MEGA MAN** — proceeded to develop six additional Humanoids, all programmed to perform prescribed rituals:

Cutman: Designed to function as a lumberjack. Powerful saw-toothed scissor-like instrument protrudes from head, capable of gnawing through giant forest timbers.

Gutsman: A bulldozing character capable of lifting and transporting huge boulders.

Iceman: Impervious to chilling sub-zero temperatures, capable of human-like performances under extreme climatic conditions.

Bombman: A real "blaster" as a heavy duty laborer who uses intensely powerful explosives to clear lands for Dr. Wright's construction projects.

Fireman: Melts and molds metals with flame-throwing torch flaring from atop his head.

Elecman: Dr. Wright's electrifying creation — planned for conducting electrical operations — even supervising nuclear power plants.

But, with the exception of **MEGA MAN**, all of Dr. Wright's near-human robot experimentation went awry. Assistant Dr. Wily turned disloyal, re-programming Dr. Wright's Humanoids, now bent on destroying opposition so Dr. Wily could control the world and its resources.

Resisting re-programming, **MEGA MAN** is chosen the defender of the universe and its inhabitants. **MEGA MAN** dares to single-handedly penetrate seven separate empires of Monsteropolis, eliminating the leaders and followers of these sovereignties.

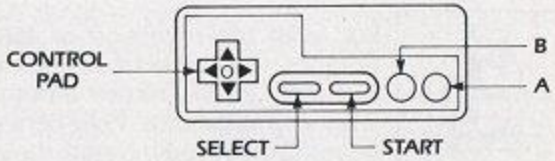
Get ready for some very exciting challenges!

NAMES OF CONTROLLER PARTS & OPERATING INSTRUCTIONS

Controller *1 — Moves MEGA MAN in 1 player game.

Button A:
Press to make **MEGA MAN** jump.

Button B:
Press to fire.



Control Pad
Each tip is imprinted with letter to show direction or movement:

Four Separate Action Tips
Pressing any of four tips moves you and **MEGA MAN** in that direction.

◄ **MEGA MAN** moves left.
► **MEGA MAN** moves right.
▲ **MEGA MAN** leaps upward.
▼ **MEGA MAN** crouches down.

Press START Button

Six of **MEGA MAN**'s seven empire enemies will be displayed on the TV/monitor screen. Player selects the character he chooses to challenge by pressing the control pad's tip "R".

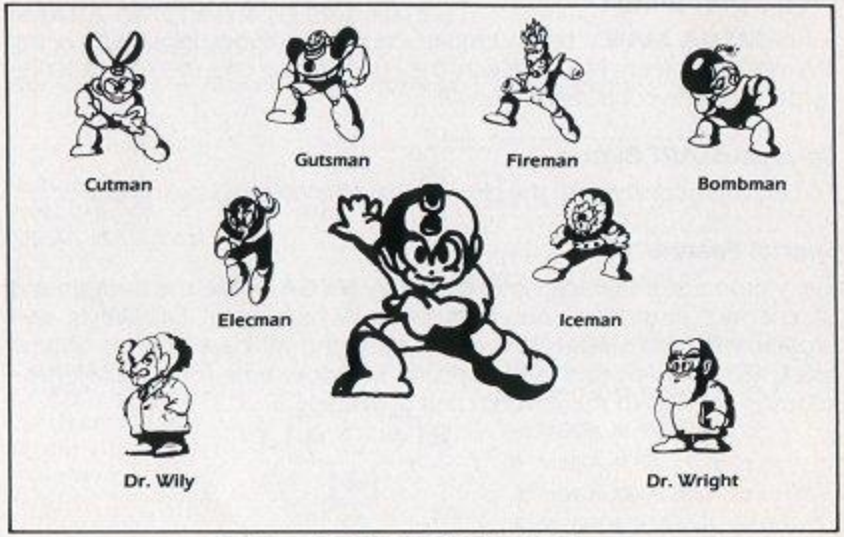
Re-press START Button

To begin encounter with the enemy character selected by the player.

Special Feature

Every time a key character is defeated by **MEGA MAN**, the background of enemy's illustration becomes black. When all of Dr. Wily's re-programmed humanoids are eliminated, and all backgrounds appear black, Dr. Wily appears automatically. It is now time for the player to conquer Dr. Wily in this seventh and final stage.

DR. WILY'S EVIL EMPIRE LEADERS



Earn From 50,000 To 100,000 Points Per Victory

ENEMY CHARACTERS/POINTS SCORED

Blader
500 Points
It appears on Cutman, Gutsman, Elecman and the final stage.

Met
500 Points
It appears on Gutsman.

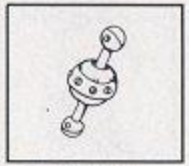
Flea
300 Points
It appears on Cutman, Bombman and the final stage.

Spine
200 Points
It appears on Iceman, Bombman, Fireman, and Elecman stage.

Octopus Battery
300 Points
It appears on Cutman, Bombman, Iceman and the final stage.

Screw Bomber
500 Points
It appears on Cutman, Bombman, Fireman and the final stage.

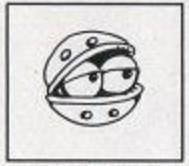
ENEMY CHARACTERS/POINTS SCORED



Watcher
800 Points
It appears on Elecman and the final stage.

Peng
500 Points
It appears on Iceman and the final stage.

Killer Bullet
800 Points
It appears on Bombman, Fireman, and the final stage.

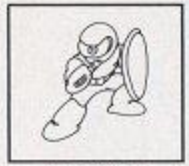


Flying Shell
800 Points
It appears on Cutman and Bombman stage.

Beak
200 Points
It appears on Cutman, Bombman and the final stage.

Bombomb
It appears on Bombman and the final stage.

ENEMY CHARACTERS/POINTS SCORED



Sniper Joe
5000 Points
It appears on Bombman stage.

Foot Holder
It appears on Iceman and the final stage.

Crazy Razy
500 Points
It appears on Iceman stage.

Picket Man
1500 Points
It appears on Gutsman stage.

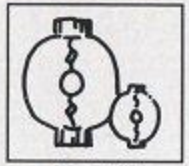
Tackle Fire
200 Points
It appears on Fireman stage.

Big Eye
10,000
It appears on Cutman, Gutsman, Iceman, Elecman and the final stage.

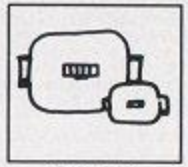
ENEMY CHARACTERS/POINTS SCORED

Dr. Wily
200,000 Points
It appears on the final stage.

BONUS SYMBOLS

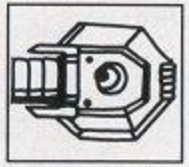


The player's life energy increases.



The player's weapon energy increases.

1 UP
It adds one player.



Magnet Beam
The player can create a step to go up.

Yashichi
100,000 points bonus.

90-DAY LIMITED WARRANTY

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CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California State (800) 843-4632, or Inside California State call (408) 745-7081. Our consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
1283-C Mountain View/Alviso Road
Sunnyvale, CA 94089

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

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The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the computer with respect to the receiver
— Move the computer away from the receiver
— Plug the computer into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Look For These Popular Arcade-Proven Capcom Game Paks

Licensed for play on the

Nintendo ENTERTAINMENT SYSTEM®

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.